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Open-Apple back issues:

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"Our excessively high opinion of the computer's educational potency is accompanied by a pair of equally false assumptions—that developers can produce high quality software at a rate commensurate with our desire to use it, and that the culture can assimilate the new technology at the same breakneck speed. Computer power in the schools has been doubling at a time when the entire U.S. economy is strained and the schools are in comparably poor financial condition, when almost no good educational software is available, and when neither educators, parents, nor developers know diddly-squat about how to use computers for education."

Tom Snyder & Jane Palmer

Thought-provoking books

In Search of the Most Amazing Thing

by Tom Snyder & Jane Palmer

Former "bad student" and teacher Tom Snyder is now a prolific author of educational software such as *Snooper Troops*. Nonetheless, Snyder argues it is essential that teachers and parents recognize the limits of technology in education. "Computer-oriented problem solving and logical thinking are not universally applicable skills. Neither does programming necessarily teach precise thinking, for it is every bit as possible to write a sloppy program as a sloppy essay."

AW-013 \$10.95

1986

Fire in the Valley: The Making of the Personal Computer

by Paul Freiberger and Michael Swaine

Concentrates on the forces that gave us the personal computer. Most of these forces seemed to converge just south of San Francisco, in the Silicon Valley, during the late 1970s. Since Apple is one of the major figures in the history of personal computing, it has a major role in this book. Brings together all the loose ends and fragments of things you've read about but never understood.

MH-004 \$11.95

1984

Having fun with projects books

Discovering Science on Your Apple

by Pellino, Adamo, Dobrowsky & LaSalle

Written by teachers, this book uses short, simple Applesoft programs to help kids discover principles in Astronomy & Space Science, Earth Science, Life Science, Mathematics & Computer Science, and Physics. Emphasizes individualized instruction and hands-on involvement. The book revolves around programs that have the student do science, rather than read about it.

TB-003 \$14.95

1987

Your Best Interest: A Money Book for the Computer Age

by Tom Weishaar

Weishaar's clear-headed explanation of everything from percentages to internal rate of return. Use with any spreadsheet program. Find out about the tricks the professionals use on unwary investors and borrowers. See the long-term effects of taxes and inflation. Avoid being plundered and looted by interest-rate sorcery.

IB-001 \$9.95

1985

Interfacing & Digital Experiments with your Apple

by Charles J. Engelsler

A beginner's guide to electronics. Covers the fundamentals of digital electronics; logic and Boolean Algebra; resistors, diodes, transistors and the laws that govern how they work; and TTL devices. Shows you how build a "Digital Desktop Laboratory" out of the 16-pin "game socket" found in slotted Apple IIs. Includes a program, called "Breadboard in Software", that gives you complete control of the game port.

TB-001 \$15.50

1984

Smart Apples: 31 Artificial Intelligence Experiments for the Apple II

by Delton T. Horn

An introduction to artificial intelligence. Horn uses Applesoft to demonstrate basic principles of AI. The book includes many complete programs focusing on games, learning, and text generation.

TB-004 \$12.95

1987

Apple IIgs books

The primary sources for Apple IIgs technical and programming information are Apple's own IIgs books, which are listed in the "Apple Technical Library" section on the back of this sheet. Apple's own materials are weak in only two areas. One is introducing readers to 65816 assembly language programming. The other is sorting out which things are important enough to learn first. Apple's books are so extensive they can be difficult to grasp. Fortunately, some very good authors have already written some "bootstrap" books for IIgs programmers.

Assembly language

Apple IIgs Machine Language for Beginners

by Roger Wagner

This is the sequel to Wagner's famous *Assembly Lines*. The book, which was used by more Apple enthusiasts to teach themselves 6502 assembly language than any other work. Highly recommended.

CB-002 \$19.95

not yet in stock

1988

Programming the 65816

by David Eyes and Ron Lichty

Tutorial and reference. The Bible of the 65816.

SS-003 \$24.95

1986

65816/65802 Assembly Language Programming

by Michael Fischer

A complete reference with many programming examples.

MH-005 \$21.95

1986

Toolbox, hardware

Exploring the Apple IIgs

by Gary B. Little

This book introduces 6502 assembly language programmers to the 65816 microprocessor used in the IIgs and to selected Apple tools, including the memory manager, event manager, and window manager. Little, who has since become editor of *A+* magazine, also examines IIgs sound and graphics, the desktop interface, desk accessory programming, and ProDOS 16.

AW-017 \$22.95

1987

Mastering the Apple IIgs Toolbox

by Dan Gookin and Morgan Davis

A tutorial on the fundamentals of programming using the toolbox, with heavily annotated program examples and suggestions on improving programming technique. Full toolset documentation with individual listings for each function. "Designing applications is what programming the toolbox is all about. Fortunately, the procedures for using the toolbox are fairly standard. This means that when you understand the basic steps, building toolbox applications will be a snap."

CB-005 \$19.95

1987

Apple IIgs Technical Reference

by Michael Fischer

This book was based on early Apple documentation and isn't as strong as the Little or Gookin & Davis books on toolbox programming. However, it is much stronger in its coverage of IIgs hardware, which the others don't examine.

MH-001 \$19.95

1987

Macintosh Programming Secrets

by Scott Knaster

While not specifically about the IIgs, advanced IIgs programmers have found some of the strategies presented in this book useful. Knaster was head of Apple's developer technical support team during much of the life of the Macintosh.

AW-016 \$23.95

1988

ModuNET connectors

Build your own network

ModuNET connectors are AppleTalk-compatible devices that allow you to link several Apple IIgs computers (or enhanced Apple IIs with Apple Workstation Cards) to one or more Apple ImageWriter II, LQ, or LaserWriter printers (ImageWriter IIs and LQs must have an AppleTalk card installed—these are available from your Apple dealer for \$139 or less). With AppleShare software and a Macintosh, you can also share files among your Apple IIs.

Using ModuNET connectors, you daisy-chain your printers and computers together, in a straight line, with inexpensive telephone cable (not supplied), rather than with special, high-priced computer cable as with Apple's own network. One end of the ModuNET connector plugs into a serial port on your computer or printer and the other end attaches to the phone cable. **You need one connector for each device on the network** (32 devices maximum).

You can snap phone wires that terminate with standard RJ-11 modular telephone plugs right into the ModuNET connector. The ModuNET connector also has screw-terminals for attaching bare cable—you use whichever is most convenient for your application. ModuNET supports a network daisy-chain up to 5,000 feet long—five times longer than Apple's devices at less than half the price.

All the AppleTalk software you need to create a network is included on the Apple IIgs System Disk (*CHOOSER II*, *NAMER II*).

For Apple IIe Workstation Card, IIgs, ImageWriter II, Mac Plus, SE, II

DS-001 8-pin ModuNET \$34.95

For LaserWriter, Mac 128K, 512K

DS-002 9-pin ModuNET \$34.95

Books about Classic Apples

General

The Apple IIc: Your First Computer

by Paul Freiberger and Dan McNeill

This is as good an introduction to Classic Apple IIs as a novice is likely to find. Emphasizes history and uses, not Applesoft. When combined with *Mas-tering AppleWorks* (below), you have what every beginner needs to get started.
CB-001 \$9.95 1985

Apple II-Plus/IIe Troubleshooting & Repair Guide

by Robert C. Brenner

Learn to fix it yourself—or at least to know for sure when you need professional help. Basic and advanced chapters. Excellent guide to Apple II hardware.
HS-006 \$19.95 1984

Gary Little's Apple II technical reference manuals:

Inside the Apple IIe

SS-002 \$19.95 1985

Inside the Apple IIc

SS-001 \$19.95 1985

Applesoft programming

The best books for learning Applesoft are Apple's own, listed below as part of the Apple Technical Library. In addition, most Applesoft programmers have one or more of the following on their shelves:

BASIC and the Personal Computer

by Thomas Dwyer & Margot Critchfield

While not specifically about Applesoft, this book is generally recognized as the best textbook on BASIC ever published.
AW-015 \$16.95 1978

Lon Poole's user guides

Introductory computer texts with emphasis on Applesoft programming.

Apple II-Plus / IIe User's Guide, 3rd Ed

MH-002 \$18.95 1985

Apple IIc User's Guide

MH-003 \$18.95 1985

Apple Programmer's Handbook

by Paul Irwin

Desk reference: Applesoft, Integer Basic, machine language, hardware.
HS-007 \$22.95 1984

The DOSstalk Scrapbook

by Tom Weishaar and Bert Kersey

Peek, poke, and probe DOS 3.3 until you understand it completely.
TB-007 \$14.95 1986
DS-001 \$10.00 program disk for this book

ProDOS Inside and Out

by Dennis Doms and Tom Weishaar

Basic system: introduction, Applesoft programming, text files, and more.
TB-006 \$16.95 1986
DS-002 \$10.00 program disk for this book

Apple ProDOS: Advanced Features for Programmers

by Gary B. Little

Little's ProDOS technical reference manual.
SS-004 \$17.95 1985

6502 Assembly Language

Assembly Language for the Applesoft Programmer

by C.W. Finley, Jr., and Roy E. Myers

This gentle text takes people who know a little Applesoft from knowing nothing about assembly language to writing 6502 routines that can be called from Applesoft and that use Applesoft's internal entry points. If you buy just one book on assembly language, this is the one we recommend.
AW-012 \$18.95 1984

Assembly language classics

If you're still hungry for assembly language learning after reading Finley and Myers, you can either move on to the 65802/65816 books listed in the IIGs category, or you can try the assembly language classics by Leventhal and Zaks that many Apple II old-timers used to learn assembly language.

Books by Lance Leventhal

6502 Assembly Language Programming, 2nd Ed.

MH-007 \$19.95 1986

6502 Assembly Language Subroutines

MH-008 \$19.95 1982

Books by Rodney Zaks

Programming the Apple II in Assembly Language

SY-004 \$19.95 1985

Programming the 6502

SY-002 \$17.95 1983

Advanced 6502 Programming

SY-001 \$16.95 1982

AppleWorks Books

Mastering AppleWorks, 2nd Edition

by Elna Tymes

A comprehensive introduction to AppleWorks 2.0 with a broader scope than the manuals that come in the box with the program. Also includes an excellent section on DIF files, a brief overview of Applesoft, and a "business toolkit" of spreadsheet templates.
SY-007 \$19.95 1987

AppleWorks, Tips and Techniques, 2nd Edition

by Robert Ericson

This book supplements the AppleWorks manuals with literally hundreds of new tips, tricks, and intelligent observations. Its structure, concise headings and detailed index allow you to quickly find practical solutions to typical problems. Includes macros, data transfer, printers. This is my favorite AppleWorks book.
SY-008 \$19.95 1987

RS-232, PostScript Books

The RS-232 Solution

by Joe Campbell

"Nothing in the world of microcomputers is more reviled, despised, or misunderstood than the RS-232-C interface....The goal of this book is to distill what is useful and meaningful from the RS-232 standard, mix it with a few parts of experience, add a dash of common sense, then serve it up in the form of examples. The most important aim is to impart not just the abstract knowledge required to understand abstract interfacing problems, but also a working methodology for actually building a functioning cable for any two 'RS-232 compatible' devices." We highly recommend this book to those who want to connect their Apples to the world using a standard serial interface.
SY-003 \$18.95 1984

Books about PostScript

PostScript is the "page description language" used by Apple's LaserWriter and other high-resolution printers. The following books, all written by Adobe Systems, developers of PostScript, are for programmers who would like to learn how to have absolute control over LaserWriter output.

PostScript Language Tutorial and Cookbook

AW-007 \$16.95 1985

PostScript Language Program Design

AW-005 \$22.95 1988

PostScript Language Reference Manual

AW-009 \$22.95 1985

Apple Technical Library

The Apple Technical Library is an ongoing series of reference manuals for programmers, designers, and enthusiasts. All books in this series are authored and authorized by Apple Computer, Inc.

Apple IIGs

Technical Introduction to the Apple IIGs

AW-018 \$9.95 1986

Programmer's Intro to Apple IIGs (w/disk)

AW-011 \$26 (reg. \$32.95) 1988

Apple IIGs Toolbox Reference: Volume 1

AW-019 \$21 (reg. \$26.95) 1988

Apple IIGs Toolbox Reference: Volume 2

AW-006 \$21 (reg. \$26.95) 1988

ProDOS 16 Reference (with disk)

AW-020 \$24 (reg. \$29.95) 1987

Apple Numerics Reference

AW-001 \$24 (reg. \$29.95) 1986

Human Interface Guidelines:

The Apple Desktop Interface

AW-014 \$13 (reg. \$14.95) 1987

Apple IIGs Firmware Reference

AW-022 \$21 (reg. \$24.95) 1987

Apple IIGs Hardware Reference

AW-002 \$21 (reg. \$24.95) 1987

Applesoft, ProDOS 8

Applesoft Tutorial (with disk)

AW-010 \$24 (reg. \$29.95) 1983

Applesoft Programmer's Reference

AW-021 \$19 (reg. \$22.95) 1987

BASIC Programming with ProDOS (with disk)

AW-024 \$24 (reg. \$29.95) 1987

ProDOS 8 Technical Reference (with disk)

AW-023 \$24 (reg. \$29.95) 1987

Classic Apples

IIe Technical Reference

AW-003 \$21 (reg. \$24.95) 1986

IIc Technical Reference

AW-004 \$21 (reg. \$24.95) 1986

Printers

ImageWriter II Technical Reference

AW-008 \$18 (reg. \$19.95) 1987

ImageWriter IQ Reference

AW-025 \$21 (reg. \$22.95) 1988

Sams Technical Service Data

The primary source of third-party service information for cameras, computers, and other electronic equipment is Howard W. Sams & Company. Sams' COMPUTERFACTS publications include preliminary service checks, schematics, step-by-step troubleshooting guides, logic charts, component locators, and complete components parts lists.

Apple II, II-Plus

HS-001 \$19.95 April, 1984

Apple IIc

HS-002 \$19.95 March, 1985

Apple IIc

(Note: the IIc manual is more expensive because it covers the IIc's disk drive and monitor in addition to the computer itself.)

HS-005 \$39.95 September, 1985

Disk II

HS-003 \$19.95 March, 1985

ImageWriter I

HS-004 \$19.95 June 1985

(Sams also publishes COMPUTERFACTS for Apple's Monitors II and III and for many other computers. We don't stock these but we can order them for you. Please inquire for prices and availability.)